



Legends of Windemere: Path of the Traitors by Charles E. Yallowitz

Skipping towards Trinity, the immortal frowns when Sir Harbiss steps in her way and brandishes his spear. She is about to kill the man when her old friend shakes her head and steps forward to defend the knight. Playfully smacking the weapon from side to side, Yola tries to think of a way to get the warrior out of her path. Whenever she steps to the side, he adjusts his stance and remains a stubborn, yet easily squishable, obstacle. To satisfy a loud rumble in her stomach, the former goddess pulls a salad out from behind her back and swallows the entire thing in one gulp in the hopes of intimidating the old man. Having failed to make him even flinch, Yola clicks her tongue and reaches out to grab the weapon. She fuses his gauntlets to the wooden shaft before flipping him over her shoulder. Sir Harbiss lands against a hill that gives beneath the impact and swallows him up to his neck. Enjoying the sound that the gelatinous earth makes, the immortal has the ground do the same to the entire army.

“Like cabbages, but they aren’t as good at conversations,” Yola says, clapping her hands with glee. The woman is sent tumbling to the ground when a lightning whip takes her legs out from underneath her. “Preemptive strikes are so mean. I came here with a new deal that I’m sure you will agree too. Wait, I forgot to do something when I arrived. That guy you were with told me to make a scene, but then I said . . . who are all these people?”

“They’re relatives and friends of the people I’ve killed,” Trinity answers while moving away from the chasm. Touching her side, she creates magical bandages to keep her ribs in place, the pressure causing her to take in a sucking breath. “To be honest, I’m starting to think that this army should be bigger. Anyway, I’m to be executed for my crimes. Guess this is what I get for trying to follow a dark master and be a hero for my people at the same time. Can’t have things both ways.”

“None of that makes any sense,” the immortal claims as she glides over to the trapped knight. Sticking to the hill, she sits in front of his face and bends over far enough that their noses touch. “Trinity is a hero. Not to you, but to the chaos elves. She’s suffered a lot and had to do horrible things to keep them alive. You don’t know how bad it was before she came about. Their children were worked to the bone and their elderly were turned into birthday cakes whenever one of us was hungry. By the way, that second part was all me. Anyway, that all changed when Trinity took the throne and made the rest of us treat the chaos elves like living things. Why would you punish her for that?”

“Because I killed their loved ones, Yola.”

“Oh, I guess that makes sense.”

“I’m still not going to let you eat me.”

“But I brought salad and wine this time!”

“Please stop this silliness and help me instead.”

“I would, but . . . I was told I couldn’t because of something else that’s going to happen.”

“Who told you that?”

“Not allowed to say, but I got the message on my way here. Sorry.”

Growing swords from her fingers, Yola leaps off the hill and barrels toward Trinity, who dives to the side at the last moment. With the army stuck in the ground and unable to leave the area, the channeler is forced to hold back her power. The force blast hits with a dull whump and pushes the immortal back a few feet but leaves very little damage. Touching a fresh divot in her skin, Yola swings her hair like a scythe that transforms into a wall of seawater. Already ducking the original attack, Trinity is unable to avoid the wave that knocks her into the pit. She catches the edge and swings her legs away from the natural spikes before a fresh blast hits her from above. Barely able to hold on, the attack leaves her with seaweed in her ebony hair and she can feel a starfish stuck to the back of her neck. Trinity is about to climb up when she feels something rise out of the earth and bite into her hand. With a yelp of pain, she throws several punches at Yola’s face, which becomes as malleable as clay. Rising from the ground, the immortal growls and snarls while trying to get a solid grip on the chaos elf’s fingers with her teeth.

A gurgling causes the two women to pause and look into the pit where the shadows are swirling among the jagged stones. Two black tentacles lance out of the ground and wrap around Yola’s waist, the ooze-dripping projections turning silver at the taste of her magic. Attracted to the stronger energy, the aura syphon yanks the immortal into its slime-covered maw and becomes a metallic beast. With its armored skin, the camouflaged predator is now visible and resembles a sea anemone with the body of a beetle. The jagged rocks are fused to the animal’s exoskeleton and there are six

jointed legs that help it scurry out of the pit. Standing over Trinity, the creature opens a faint crease on its body to reveal a bulbous eye with a star-shaped pupil. It pauses to shove a few tentacles into its mouth and hit Yola with pulses of electricity to stop her from struggling. It changes from silver to gold when she attempts to break free, her efforts being quickly drained by the monster.

“Let the crazy woman go before you get killed,” Trinity whispers to the aura syphon. She creates a fireball in the hopes of getting its mouth open, but her spell is ignored. “No reason to have a snack when you have an eternal meal in your belly. Maybe we can have a trade. Can’t believe I’m trying to bargain with this thing. Well, I gave you a chance, so I’m going to blow you up before things get worse. Hope you heard that Yola and are bracing yourself.”

The beast gurgles before releasing a blast of sticky strands that lock Trinity in place. Instead of going after the trapped chaos elf, the creature turns its attention to the helpless army. Having had its fill of magic, the aura syphon is ready to gorge on fresh meat and opens a second mouth that is filled with knife-like teeth. Heading for Sir Harbiss, it is stopped when a chunk of earth erupts beneath it and flips it back into the pit. Unsure of where the attack came from, the aura syphon leaps out and reveals several eye stalks that search for an unseen enemy. A cutting wind lops off half of the projections, but Yola’s potent energy revives them and protects the crystalline armor plates. When the spell comes back around, it bounces off the new defense and bursts against a hill. Blasts of fire strike the beast from behind, so it sprouts a fan-shaped tail of water that douses the flames.

Looking around, the aura syphon stops when it sees that Trinity is nowhere to be seen and there is a hole where she once stood. Spikes grow from the predator’s belly and it slams against the ground in the hopes of impaling the chaos elf. The hiss of escaping gas is heard an instant before an explosion sends the shrieking animal into the sky. Careening towards a solitary cloud that is very low to the ground, the beast catches the scent of an aura that revives the one currently in its gut. Passing through the cloud, it finds its legs caught in a net that runs down to where Trinity is hiding behind a hill. With enhanced strength, the channeler slams the aura syphon into the ground and delivers a leaping stomp to its soft upper body. Instead of ejecting Yola, the creature opens its skin to swallow the chaos elf’s leg up the knee.

“Fine. Backup plan it is,” Trinity mutters, synching her aura to that of the imprisoned immortal.

Releasing as much magic as she can without killing herself, the channeler creates a power surge within the aura syphon. Unable to absorb or redirect so much energy at once, the predator tries to reject the grinning chaos elf. Plunging her fingers into its flesh, Trinity refuses to be thrown off and continues her assault. Blisters appear on the hard exoskeleton and the metallic color flakes off to reveal the natural black of the tentacles. Without warning, the gold returns and the animal explodes with enough force to collapse the ground. Before she can escape, the channeler falls into the pit and is buried beneath the icy dirt.

Book Description

Hated and distrusted, Queen Trinity must leave the shadows and reach for redemption.

With their final battle on the horizon, the champions are faced with a long-lost piece of the prophecy. Unable to search for the crests that are rumored to be the key to survival, they must turn to a band of their former enemies for help. Sinister desires and hopes for redemption collide as Queen Trinity of the Chaos Elves leads the hunt and struggles to keep her companions on the path of heroism. Monsters, traps, mysteries, and their own pasts will rise up to stand in the way of these people who have spent their entire lives committing sins. Throughout it all, another old enemy is lurking in the shadows and determined to claim her own delicious prize.

By the end of their journey, those who survive will learn that being a hero is more than simply stepping into the light.

Cold Coffee/BMGN 5 Star Review

For all of you who follow Legends of Windemere, join Baron Kernaghan as he looks out ‘over the Chaos Void’ as the demons hide from his “palpable rage”.

Never wanting to spoil the story, let me whet your appetite with this quote: “Trinity wakes up expecting to see Altia or Quail, but is met by the long tongue of a cow that covers her face in slobber. Not wanting to scare the animal, she slowly sits up and looks around the animal cart for anyone who can answer her questions. Touching her neck, she finds an aching mark that is in the shape of a hand and immediately remembers every detail of her fight with Aerial. Wanting to make sure everything works correctly, Trinity carefully moves each limb, presses around her torso, and whispers the alphabet. Satisfied that her mind and body are intact, she tries to stand and quickly collapses due to a pin and needle sensation in her legs. Dragging herself to a chair, she pulls herself up and gently massages her numb extremities. Hearing a snort to her right, she turns in time to get licked in the face by a horse. Spitting out a piece of damp hay, the chaos elf remains seated and blankly stares at the wall.

“Kellia Solomon sends her thanks and regards,” Tzefira announces as she steps out of a large stall. Tightening her blue bandana, the mercenary tosses a scroll to Trinity and goes back to brushing a beautiful stallion. “That’s a peace treaty for you to sign if the champions are victorious. It’s the best she can do right now without her father’s permission. Sad to hear about the Duke. Hope he recovers, but we all have to make way for the future at some point. People like us never last forever.”

Is a treaty possible?

I encourage those of you who have never read books one through fourteen of this series to jump in because Windemere will leave a mark on your soul. To us who follow Author Charles Yallowitz, he is working on the next book titled ‘Warlord of the Forgotten Age’ which will bring this original fantasy series to a conclusion.

Note to movie directors and investors who are on the search for the next fantasy to light up the silver screen or create a cult like following for a TV series, look no further than Legend of Windemere. It will be worth your investment. Review by Cold Coffee/Book Marketing Global Network

Kindle:

https://www.amazon.com/dp/B075PDTSZM/ref=sr_1_1?s=books&ie=UTF8&qid=1505672111&sr=1-1&keywords=Path+Of+The+Traitors+by+Charles+E.+Yallowitz

About The Author

Charles E. Yallowitz was born, raised, and educated in New York. Then he spent a few years in Florida, realized his fear of alligators, and moved back to the Empire State. When he isn't working hard on his epic fantasy stories, Charles can be found cooking or going on whatever adventure his son has planned for the day. 'Legends of Windemere' is his first series, but it certainly won't be his last. Interview:

Start Reading The 'Legends of Windemere' Today!

Author Charles E. Yallowitz's Published Books:

- Legends Of Windemere: Beginning Of A Hero (Book 1)
- Legends Of Windemere: Prodigy Of Rainbow Tower (Book 2)
- Allure Of The Gypsies (Legends Of Windemere Book 3)
- Legends Of Windemere: Family Of The Tri-Rune (Book 4)
- The Compass Key (Legends Of Windemere Book 5)
- Curse Of The Dark Wind (Legends Of Windemere Book 6)
- Sleeper Of The Wildwood Fugue (Legends Of Windemere Book 7)
- The Merchant of Nevra Coil (Legends of Windemere Book 8)
- The Mercenary Prince (Legends of Windemere Book 9)
- Tribe of the Snow Tiger (Legends of Windemere Book 10)
- Charms of the Feykin (Legends of Windemere Book 11)
- The Spirit Well (Legends of Windemere Book 12)
- Ritual of the Lost Lamb (Legends of Windemere Book 13)
- Path Of The Traitors (Legends of Windemere Book 14)
- Warlord of the Forgotten Age (Legends of Windemere Book 15)

Stand Alone Books

- Bestiary Of Blatherhorn Vale
- Catalysts
- The Hopeteller
- The Life & Times of Ichabod Brooks

Amazon Author's Page:

http://www.amazon.com/Charles-E.-Yallowitz/e/B00AX1MSQA/ref=dp_byline_cont_ebooks_1

Professional Website:

<http://www.legendsofwindemere.com/>

Facebook:

<https://www.facebook.com/CharlesYallowitz>

Twitter:

<https://twitter.com/cyellowitz>

Book Marketing Global Network:

<https://bookmarketingglobalnetwork.com/category/charles-e-yallowitzs-books/>

This Is Copyrighted Material From:

Charles E. Yallowitz

Amazon Author's Page

Book Marketing Global Network

Date: June 15, 2019

All Rights Reserved

<https://bookmarketingglobalnetwork.com>